



## Class 2 – Autumn Term 1 Overview 2016



Week	English	Maths	Science	Art	DT	Humanities	RE	PSHE	PE	ICT
<b>1</b>	Stories in familiar settings	Sequencing and place value	Our bodies Measuring and Estimating	Self –Portraits	Creating movable bodies	Our school – Map design	When and where did Jesus live?	Belonging and Friendship	Games – Object control	Mouse and Keyboard skills
<b>2</b>	Stories in familiar settings	Addition and subtraction	What do we need to live?	Observational Drawings	Creating movable bodies	Our school – Map design	Stories about Jesus	Our school community	Games – Object control	Mouse and Keyboard skills
<b>3</b>	Labels, Lists Signs and posters	Money, addition and time	How have we grown	Hand Prints and finger prints – class display	Designing our houses - Junk modelling	The past and the present making our own timelines	Our Church	People who care for us	Games – Object control	Using a Program for a purpose
<b>4</b>	Labels, Lists signs and posters	Length and symmetry	Food Groups	Patterns and designs - Printing	Healthy eating posters for our classroom	Our Homes	Harvest linked with music and performance	The importance of kindness	Movement, stability and co-ordination	Using a Program for a purpose
<b>5</b>	Silly Poems	Addition and subtraction	A balanced diet	Food plates using different media	Healthy eating posters for our classroom	How has our village changed?	Harvest linked with music and performance	How can we be helpful?	Movement, stability and co-ordination	Using Microsoft Word
<b>6</b>	Silly Poems	Multiplication and fractions	Seasons	Andy Goldsworthy Study – Linked with seasons	Creature design	Creating our miniature village – Seasons	Diwali linked with art	Respect and differences	Movement, stability and co-ordination	Using Microsoft Word
<b>7</b>	Fantasy stories	Doubles, halves and time.	Seasons	Andy Goldsworthy Study – Linked with seasons	Creature modelling and creation	Creating our miniature village. – Seasons	Diwali Linked with art	Respect and Differences	Movement, stability and co-ordination	Using a Program for a purpose

***Please note that due to unforeseen circumstances the above may change slightly at short notice.***